

Portfolio Julien Thomas

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Uw buurt en windmolens (2021)



Materials A4 workbook
Technique Social design, participatory mapping

Uw buurt en windmolens is a local participation process for Gemeente Amsterdam's Regional Energy Strategy (wind) Reflection Phase.

The project utilised a series of stickers, maps, and questionnaires to draw out the collective use patterns and values of Amsterdam residents, and to provide information for potential placement of wind energy in and around the city.



Uw buurt en windmolens - cont'd

280 workbooks were collected through 18 workshops that took place in various neighbourhoods across Amsterdam. The data was compiled into a visual report for City Council: *Onze stad en windmolens*.

The report is proposed as content for an iterative co-design process to develop renewable energy initiatives in the city.

1. Genoeg mogelijkheden voor recreatie / Genoeg voorzieningen

De vier thema's waar het meeste verschil zit tussen de prioriteiten (wensen) van de deelnemers, en hun zorgen over de komst van windmolens

2. Goede plek om een huis te bezitten

3. Goede plek om kinderen op te voeden

4. Fijne plek voor ouderen

Ruimtelijke gegevens afkomstig van kaartmateriaal

Op de kaart zien we een aantal vlekken om het zoekgebied heen. Dit zijn sport-, recreatie- en groengebieden zoals

Tuinpark Nieuwe Levenskracht,

Anna's Tuin & Ruigte,

en Sportpark Middenmeer.

Ook Science Park is een veelgenoemde plek.

Andere belangrijke plekken zijn het Frankendaelpark, het Flevopark en begraafplaats de nieuwe Ooster.



Tijdgever (2021, under development)

Materials Cold rolled steel, birch plywood

Technique Performance installation

Tijdgever is a series of objects that explore time as expressed in rhythm and syncopation.

The rings act as a poly-rhythmic metronome for a performance piece developed in collaboration with dancer and choreographer Marjolein Vogels.

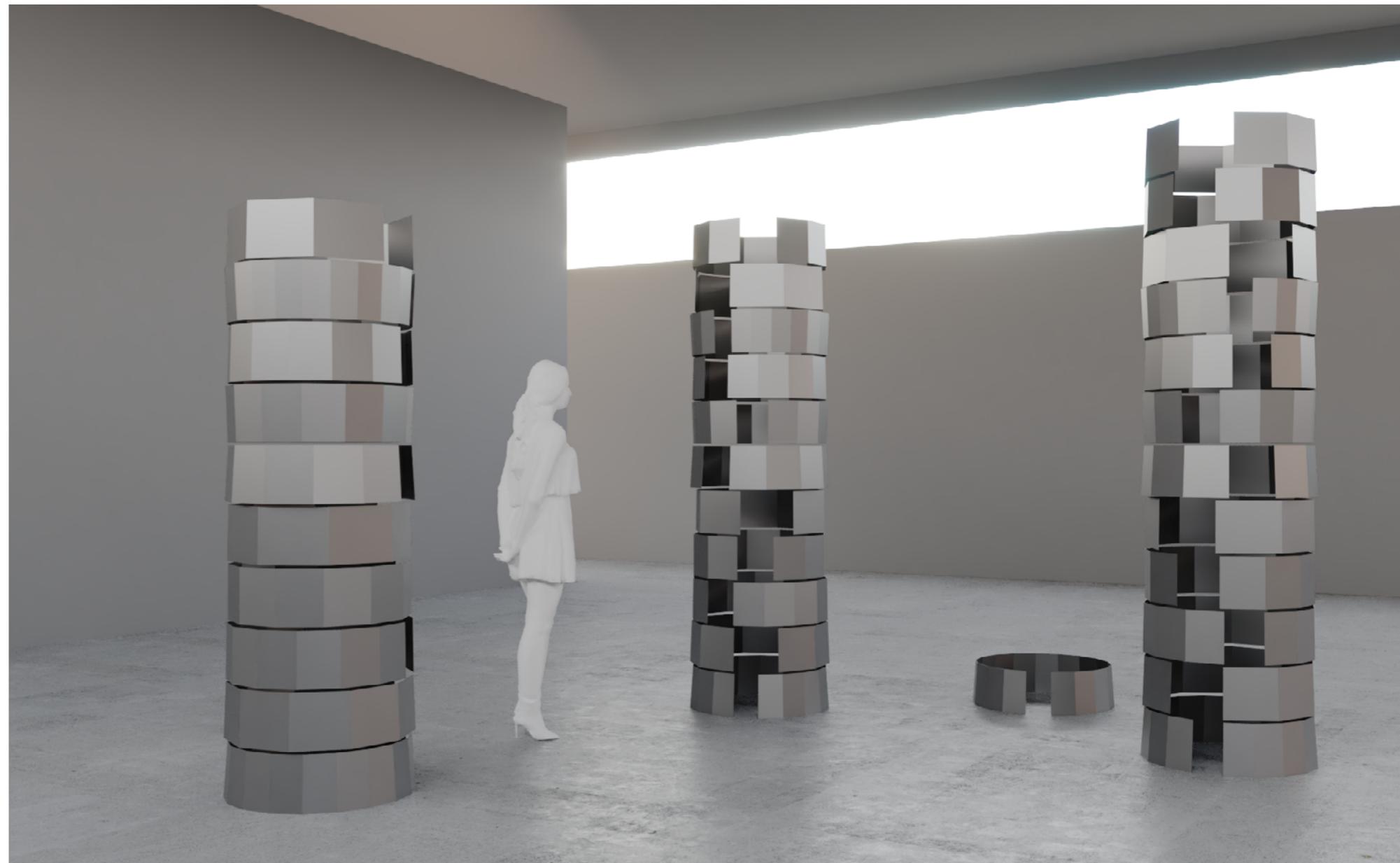
[Link](#) to video documentation



Wax/Wane (2021, under development)

Materials Cold rolled steel
Technique Installation

Wax/Wane is a series of objects that relate geological and human time scales. The objects reference eroded classical columns: stone - created through a process of geological time - is placed one piece atop another by human hands, and carved to create a sense of uniformity. Over centuries the columns have eroded to belie their human-given attributes, returning to a semblance of geological time. *Wax/Wane* references this malleability of materials, and offers a perspective on the intertwining dynamics of human care/neglect and natural decay.



Timescapes (2021)

Materials Multiplex
Technique Installation

Timescapes considers the historic and contemporary role of light as a keeper of time. The work was developed in collaboration with architect Marie Prunault, and utilises parametric design to craft a series of large wooden screens hung in the Grote Zaal of Pictura Gallery in Dordrecht. The installation was presented as part of a duo show with designer Marije Vogelzang as part of the Dordrecht Museum's retrospective of Albert Cuyp on his 400th birthday anniversary.



Timescapes - cont'd

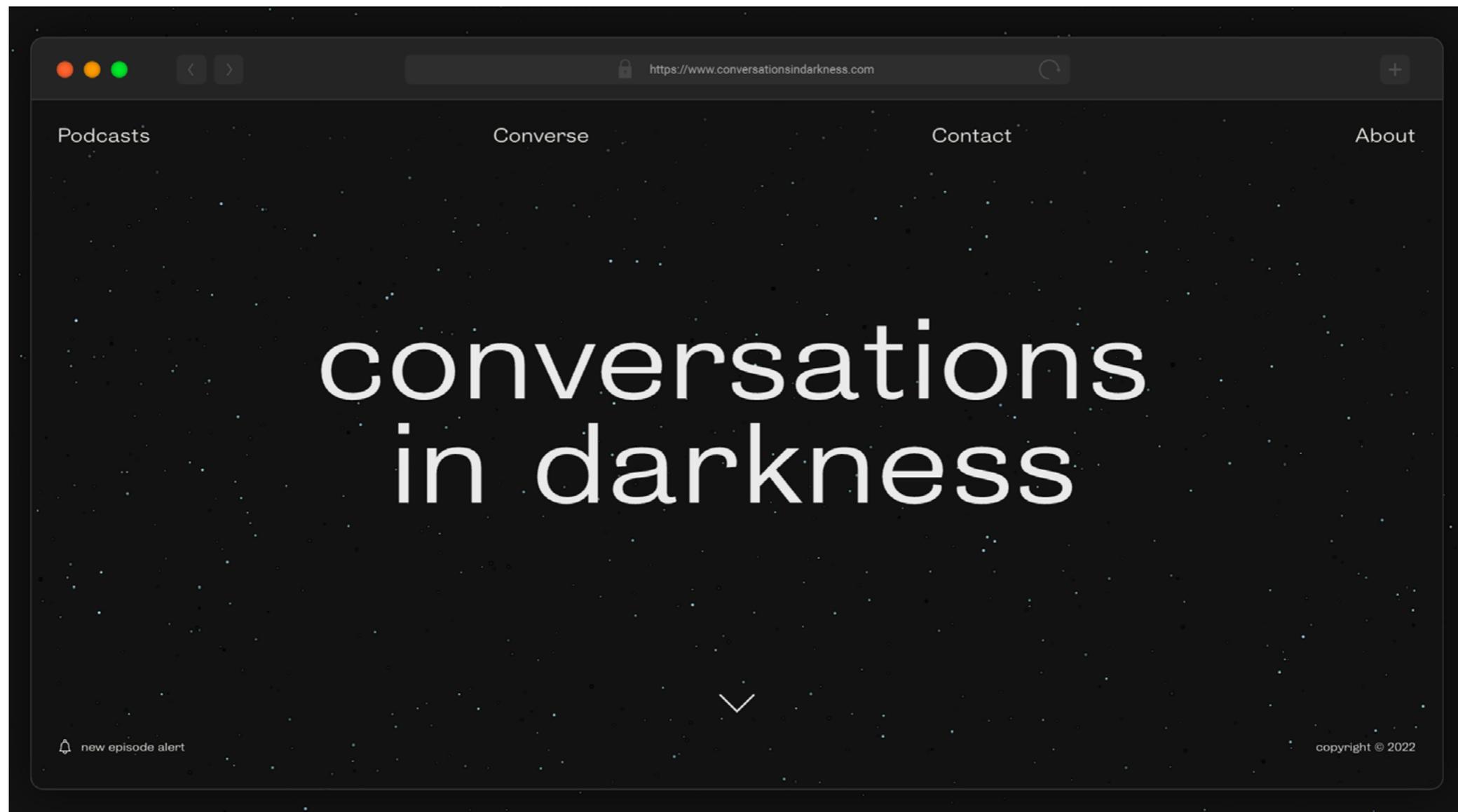


Conversations in Darkness (2020-21)

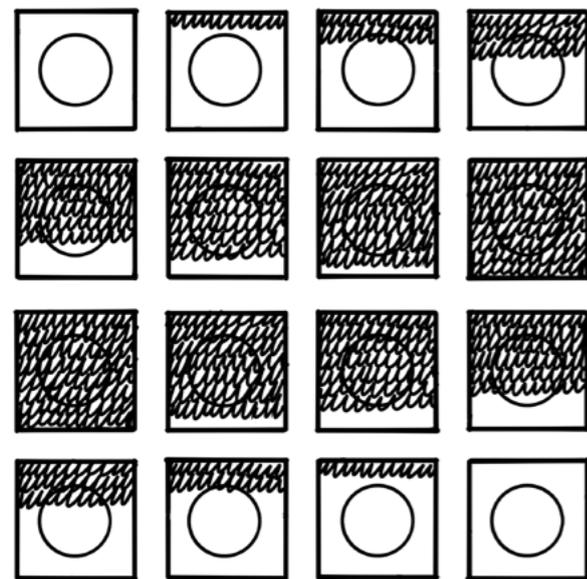
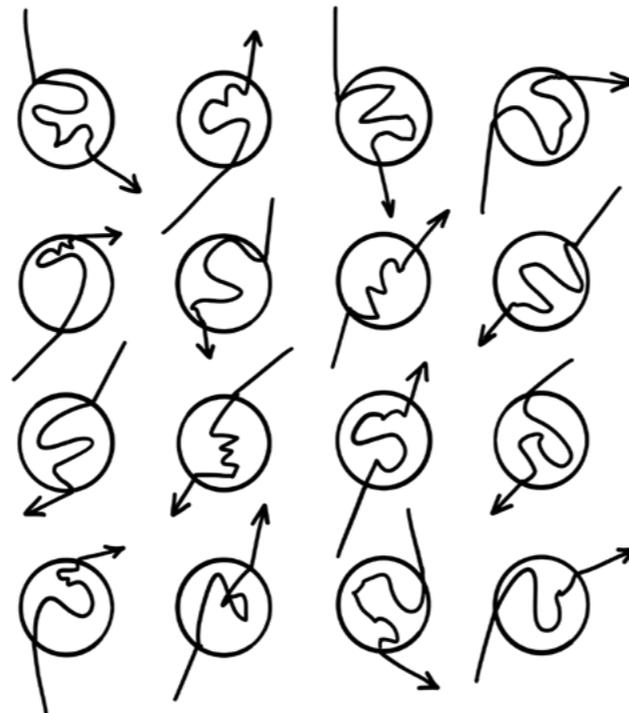
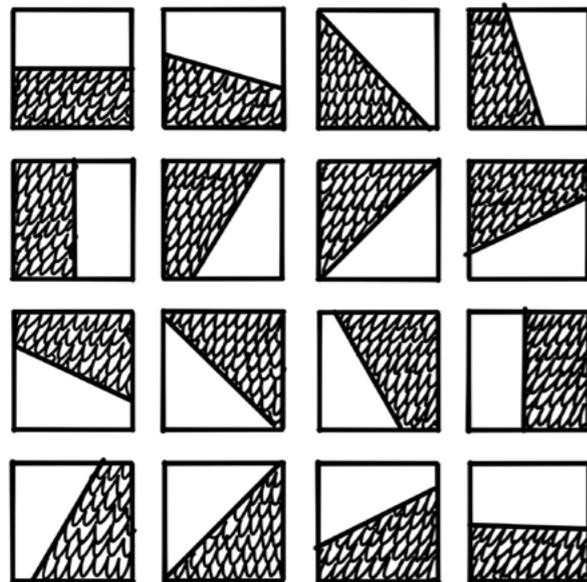
Technique Web Application, podcast series

[Conversations in Darkness](#) is a web application that hosts spatialised conversations in which the voices of others appear directionally - coming from the side or in front - so that participants feel as if they are sharing space together. The project was initiated as a response to social distancing regulations due to the Coronacrisis.

The site also contains a podcast series featuring conversations among artists sharing experiences of this moment in time.



Perception Design Studio (2020)



**Perception
Design
Studio**

The [Perception Design Studio](#) explores the potential of design strategies to assist policy-actors working in complex situations.

The Studio's activities focus on the role of sensory perception as a basis for thought. Sight, hearing, smell, touch and taste all inform our ability to perceive the world, and provide the basis for language, meaning, and politics.

Through the design of speculative interior elements that incorporate light installation and kinetic sculpture, the Studio seeks to enable participants in exploring the sensoral aspects of politics.

The Studio is a collaboration between the artist, The City of Amsterdam, and Public Mediation, a consultancy which facilitates multi-stakeholder governmental processes.

Perception Design Studio: Onzicht

Materials Oukume multiplex, LED lights, techniek

Technique Performance installation

Onzicht (from the Dutch words *inzicht*: insight and *onzichtbaar*: invisible) confounds the role of vision in interpersonal dynamics. The installation considers light placement, colour, and duration in replicating a process of dusk and dawn, and allows participants to experience how a lack of vision may influence the timing, intonation, and content of a conversation.

Over a one-hour duration, all light in the room fades out to create an experience of complete darkness, before returning to the original lighting arrangement. Through the subtraction of light, *Onzicht* reorients the sensoral hierarchy of conversations away from vision and towards other senses.

[Link](#) to video documentation



Perception Design Studio: Refraction Table

Materials Aluminium, plexiglas, techniek
Technique Performance installation

Refraction Table translates sound into wave patterns on water. As the water ripples expand they create dynamic patterns of interaction. Through the propagation of these unexpected and unpredictable patterns, the object presents alternative interpretations of a conversation that exceeds mere representation.

[Link](#) to video documentation



Antique Prototype (2019)

Materials Circa 1880 Dutch chest (poplar, mahogany, fir)

Technique Fabrication research



Antique Prototype considers the relationship between traditional and contemporary fabrication techniques. An antique chest is carved with a robotic arm and milling head to create a hybrid object which combines traditional joinery and veneer work with parametric design and precision milling. Collaboration with architect Marie Prunault.



Conversation (Im)balance (2018)

Materials Underlayment, hardwood
Technique Performance installation

Conversation (Im)balance is a second iteration of *Conversation Balance* (2016), and embodies a series of formal amendments to the original design. The new platform is slightly smaller and responds to changes in weight and movement with more agility, and the centre is offset so that participants are continuously in a state of imbalance.



Conversation (Im)balance - *cont'd*



Conversation Balance (2016)

Materials Underlayment, hardwood
Technique Performance installation

Conversation Balance explores the nature of political agency through movement. Through its shape the installation enables participants to feel the movement of others in space, and to expand their repertoire of nonverbal communication from gesture - a tilt of the head, a shift of the wrist - towards whole body movement. The installation thus facilitates participants in embodying and performing certain gestures, scenarios, and concepts in an effort to enable latent forms of political to expression to emerge.

[Link](#) to video documentation



Conversation Balance - *cont'd*

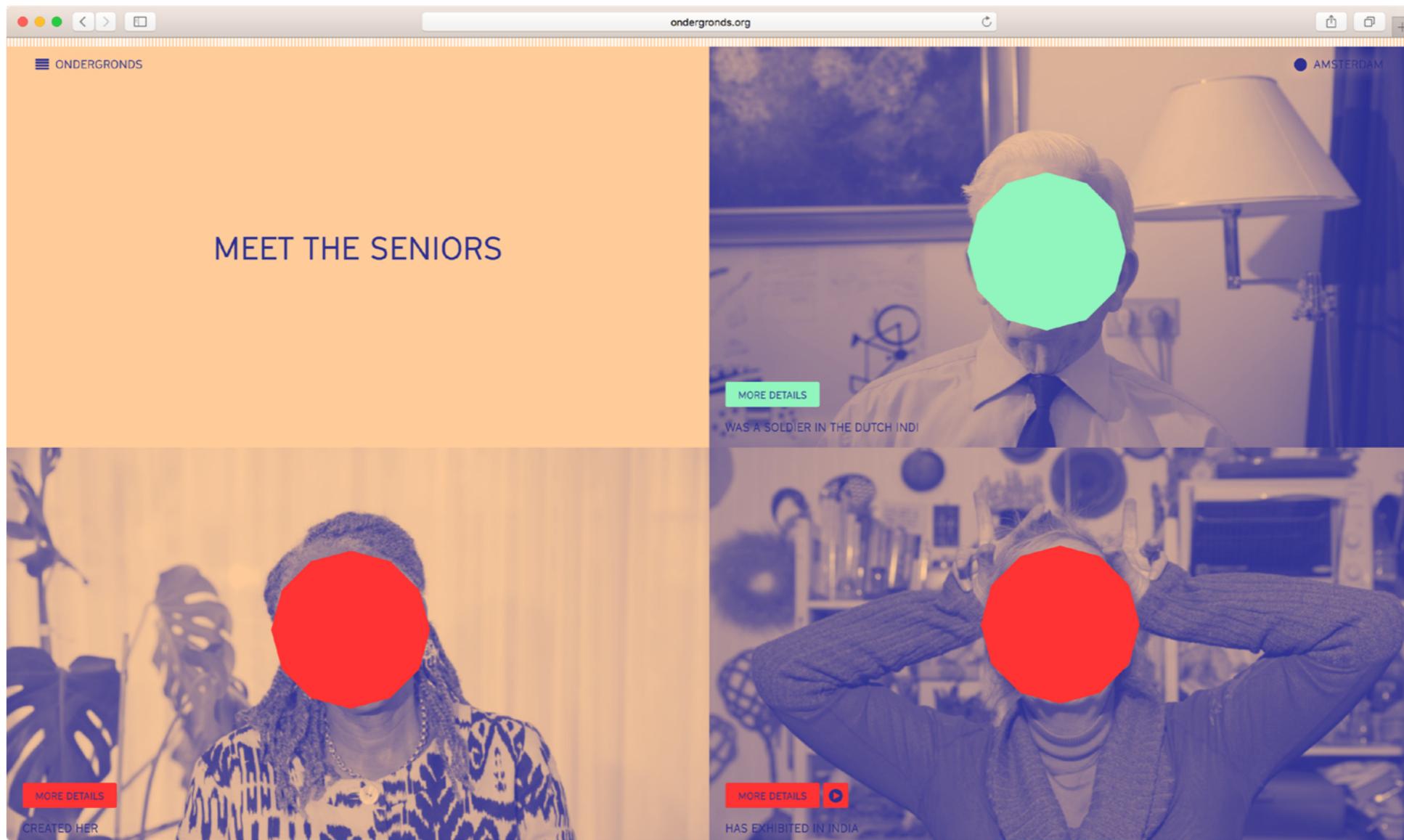


Ondergronds Amsterdam (2015)

Ondergronds is named for those exceptional conversations that lie just below the surface. The project consisted of a website that allowed participants to sign up for a conversation with a senior citizen while riding the metro from Wibautstraat to Gein and back.

Media Het Parool, We Demain pour SNCF (French National Rail magazine)

Impact The project facilitated nearly sixty conversations over four weekend sessions, several informal get-togethers, and a follow-up lunch among participants.





Faraday Cafe (2014)

The Faraday Cafe was a pop-up coffee bar that repelled wireless signals. Upon entering the cafe mobile phones lost their signal, reminding patrons of a time before ubiquitous wireless coverage. By giving visitors the option to disconnect from their devices, the project proposed alternative relationships to digital technology.

Located in Vancouver's Chinatown, the Café served a rotation of artisanal coffees by donation while hosting a variety of events including morning meditation sessions, afternoon DJ sets, dinner and dessert parties, and evening storytelling gatherings.

Media Vancouver Sun, Province x2 (syndicated to Calgary Herald, Ottawa Citizen, Regina LeaderPost and more across the country), Huffington Post, CKNW Radio x2, Global TV, CTV BC, CTV National, CBC BC, CBC Radio Vancouver, CBC Radio Victoria, CBC Radio National, Ming Pao Daily News, Globe and Mail, Sun News Network, Pop-Up City, Fast.Company, Monocle Podcast

[Link](#) to video documentation



Rainblossom Project (2014)

Materials Red umbrellas

Technique Urban intervention



Park-a-Park (2013)

Park-a-Park was a pilot initiative to transform a roll-off disposal bin into a mobile community space. The project was an invitation to reimagine our relationship to streets and the public sphere by repurposing conventional urban forms.

The bin was dropped at nine locations throughout Vancouver over the summer of 2013, hosting weekly potluck gatherings and acting as an open space to convene and catalyze community initiatives.



Late Nite Art (2011-2014)

Late Nite Art was a pop-up dinner party and workshop that brought strangers together to explore thought-provoking ideas and issues through art. The Vancouver chapter ran 31 events with over a thousand participants over four years, and the San Francisco chapter has grown to run events across America.

